

Standard & Advanced Game Tables



NEXT WAR:
POLAND

Paradrop [8.5.3]

Die Roll	Flat	Flat Woods	Rough/ Marsh	Rough Woods
≤ 4	—	—	—	—
5	—	—	—	— / S1
6	—	—	— / S1	1 / S1
7	—	— / S1	1 / S1	1 / S1
8	—	1 / S1	1 / S1	1 / S2
≥ 9	1 / S1	1 / S2	1 / S2	1 / S2

Paradrop DRM:
+1 Drop hex is in enemy ZOC

Results (Standard / Advanced):
—: Successful
1: Landing unit loses one step
S1/S2: Place a Strike 1 or 2 marker

Clearing Operations [8.4.1]

Terrain	Minimum Safe Stacking Points
Land Area	5
Urban	4
City	3
Installation/Island Land Area	2

Clearing Operations DRMs:

- 1 Clearing in Lithuania or Estonia
- 1 Clearing "flagged" Land Area/Vilnius/Kaunas
- 1 Per additional Installation in hex
- 1 Clearing from Amphibious Assault
- 1 If unit(s) Clearing on the turn of being Paradropped or using Airmobile Movement
- +1 Stack includes Leg + Armor and/or Mechanized Infantry
- +/-x Difference between ER and Clearing Number
- x Difference between Stacking Points and Minimum Safe Stacking Points (Minimum Safe Stacking - Stacking Points)

Mine Clearing [7.5.2]

Die Roll	Effect
≤ 3	Reduce Density by one
≥ 4	No Effect

Mine Clearing DRM:

-2 Friendly Naval unit in Port or in/adjacent to hex [GSR 5.6.4.1]

Bridge Repair [8.3.4] & HQ Bridge Construction [18.2.5]

Die Roll	Effect
≤ 6	Repaired/Constructed
≥ 7	No Effect

DRMs:

- +1 Storm
- +2 if enemy unit adj. to bridge hexside

Notes:

Standard Game: Friendly adj. division-sized unit may attempt
Advanced Game: Friendly HQ must be within support range and able to trace LOC of 4 Mot. MPs to bridge.

Contested Sea Movement [8.5.6.4.1]

Die Roll	Standard Result	Advanced Result
≤ 5	Sea Movement Successful	Sea Movement Successful
6-8	Sea Movement Aborted	Abort or Strike 1
≥ 9	Sea Movement Aborted (transported units incur a Step Loss)	Abort or Strike 2

Contested Sea Movement DRMs:

- +/-1 for each SAG/ CV/ CVN
- +/-1 Air Supremacy
- +/-1 at least one Inshore Box enemy/friendly controlled (At Sea Box or associated All Sea hex only)
- x ASW Level (Allied only)
- +x Submarine Threat Level (Allied only)
- +x Mine Marker Density
- +1 for each if Gotland and/or Kaliningrad enemy controlled (if applicable always a Contested Move)
- +1 non-Allied Cruise Missiles (vs. Allied only) [Standard Game]
- +1 non-Allied Expend Cruise Missile point (vs. Allied only) [Adv. Game]

Sea Control [7.2]

Die Roll	Result
≤ 2	Non-Allied Control
3-5	Contested
≥ 6	Allied Control

Sea Control DRMs:

At Sea and/or Inshore:

- 1 per non-Allied SAG/ CV present
- +1 per Allied Naval unit present (except CVN BG)
- +2 per Allied CVN BG present
- x Sub Threat Level
- +x ASW Level
- /+1 non-Allied/Allied Air Superiority
- /+2 non-Allied/Allied Air Supremacy

Game Specific At Sea:

- +/-1 each adj. friendly Land Area* with non-Destroyed Port
- +/-3 Gotland (Northern/Southern Baltic)
- +/-3 Bornholm (Southern Baltic/Bornholm Basin)

Game Specific Inshore:

- +/-3 Gotland (Northern/Southern Baltic)
- +/-3 Bornholm (Southern Baltic/Bornholm Basin)

* Does not include Poland or Island Land Areas.

Replacement/Reconstitution [27.9.3]

Unit Type	Step Recovery		Reconstitution	
	Div.	Bde./Reg.	Div.	Bde./Reg.
Inf, Light Inf, Mot. Inf, Artillery	1	1	2	1
Arm. Cav., Recon, Mech., Arm.	3	2	4	2
Abn., Marines	2	2	N/A	4
Intrinsic Airmobile	N/A	3 (2RP/1SP*)	N/A	4 (3 RP/1SP*)
HQ* (other than Supreme HQ)	1 SP	N/A	2 SP/1 RP	N/A
Supreme HQ*	1 SP	N/A	5 SP/1 RP	N/A

Notes:

Two battalions can be reconstituted for half the cost in RPs of a brigade (rounded up).
Air units and Helicopters recover steps for 2 SP. [see GSR for applicability]

* Advanced Game only

RP = Replacement Point
SP = Supply Point
N/A = Not Allowed

Loss of Airbase/Airfield [6.3.1/6.5.4]

	0	1-2	3-9
Air Points [Standard]	Lost	Lost	No Effect
Airmobile Points [Standard]	Lost	Lost	No Effect
Each Helo [Standard & Advanced]	Destroyed	Step & Rebase	Rebase

Notes:

Roll on the first two rows each time an Airbase is captured.

Roll on the last row for each Helo at an Airbase/Airfield when it is captured.



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Standard Game Air Defense Fire [6.6]

Die Roll	Firing Side Has...			Contested	Flying Side Has...		
	Air Supremacy	Air Superiority	Advantage		Advantage	Air Superiority	Air Supremacy
≤ -1	*Abort (-4)	*Abort (-3)	*Abort (-3)	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)
0	*Abort (-3)	*Abort (-2)	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)	—
1	*Abort (-2)	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)	—	—
2	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)	—	—	—
3	*Abort (-1)	Abort (-1)	Abort (-1)	—	—	—	—
4	Abort (-1)	Abort (-1)	Abort (-1)	—	—	—	—
5-6	Abort (-1)	Abort (-1)	—	—	—	—	—
7-8	Abort (-1)	—	—	—	—	—	—
≥ 9	—	—	—	—	—	—	—

DRMs:

+3 if mission is Air Transport in home or friendly country.

+1 per Escort Air Point (max +2).

-1 Target hex is in or adjacent to a hex containing an enemy Armor or Mechanized unit (Amphibiously Assaulting units do not count).

-1 Attack Helicopters/Airmobile unit flew over enemy unit (not including target hex/Land Area)

-2 Target hex is within 2 hexes or same Land Area of enemy Airfield or Installation or Naval Unit.

Results:

(-#): # of Air Points or Attack Helo CS Points which do not support the combat

*: 1 Air or Airmobile Point is permanently lost and transported unit takes a step loss or Attack Helo takes a step loss.

—: No effect

IMPORTANT:

When the Air Superiority level is in your favor or contested, all missions that begin and end in a hex in your home (or allied) country and do not enter a hex that contains or is adjacent to an enemy ground unit are immune from Air Defense Fire.

Abort:

Combat Support Missions: No Effect

Transport/Rebasing Missions: All aborted units are returned to their starting hex. Aborted Helos are rotated to reflect a mission flown. Airmobile Points are considered spent.

Standard Game Air Points [6.1]

Die Roll	Game Turn							
	1	2	3	4	5	6	7	≥ 8
≤ 0	12 5	11 7	11 8	10 12	10 15	9 18	8 23	7 25
1	11 5	10 7	10 8	9 10	9 13	8 16	7 20	6 22
2	10 4	9 6	9 7	8 9	8 11	7 14	6 17	5 19
3	9 4	8 5	8 6	7 8	7 10	6 12	5 15	5 16
4	8 3	7 4	7 6	6 7	6 9	5 10	4 11	4 13
5	7 3	6 3	6 5	5 6	5 7	4 8	4 9	4 11
6	6 2	5 3	5 4	4 5	4 6	3 6	3 7	3 9
7	4 2	4 3	4 3	3 4	3 5	2 4	2 5	2 7
8	3 1	3 2	3 2	2 3	2 4	1 2	1 3	1 5
≥ 9	2 0	2 1	2 1	2 2	2 3	0 1	0 2	0 3

DRM:

+1 per Airbase (but not Airfield) which is enemy controlled.

Results Modifiers:

The Allied player receives an additional two (2) Air Points per carrier that is in a friendly At Sea or Inshore Box on the Strategic Display (except North Sea).

The Allied player receives an additional one (1) Air Point per carrier that is in the North Sea.

The Allied player receives an additional one (1) Air Point per carrier that is in a contested At Sea or Inshore Box on the Strategic Display (except North Sea).

-1 per Air Point permanently lost.

Key:

Results to the left are non-Allied | Results to the right are Allied

Weather Modifiers:

Overcast

Limited All-Weather Capability = ½ Air Points (rounded up)

No All-Weather Capability = ¼ Air Points (rounded up)

Storm

Limited All-Weather Capability = ¼ Air Points (rounded up)

No All-Weather Capability = No Air Points